## AMENDMENTS TO THE CLAIMS:

1.      (Currently Amended) A method of processing a packet in a wireless network, comprising:

receiving a data packet having data therein at a first device capable of wirelessly communicating with a second device; [[and]]

associating the data with a software application executing on the first device and generating display information for use by the second device in producing a display on the second device; and the first and second devices performing wireless transmissions to one another simultaneously.

2.      (Original) The method of Claim 1 wherein the software application executes on a wireless server.

3.      (Original) The method of Claim 1 wherein the software application executes in the background.

4.      (Original) The method of Claim 1 further comprising using the data to update the software application.

5.    (Original) The method of Claim 1 further comprising converting the data packet into a data stream.

6.    (Original) The method of Claim 1 wherein the data is a command that causes the program to perform a predetermined operation.

7.    (Previously Presented) The method of Claim 1 wherein a transmitter comprising the first device receives the data packet.

8.    (Previously Presented) The method of Claim 1 further comprising compressing the data packet.

9.    (Original) The method of Claim 1 further comprising generating a video stream indicative of a visual display, the visual display associated with the software application.

10.    (Original) The method of Claim 9 further comprising compressing the video stream.

11.    (Original) The method of Claim 9 further comprising organizing the video stream into at least one video packet.

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12.    (Previously Presented) The method of Claim 11 further comprising transferring the video packet from a wireless server to a wireless transmitter.

13.    (Previously Presented) The method of Claim 11 further comprising transmitting the video packet.

14.    (Previously Presented) The method of Claim 13 further comprising transmitting the video packet via a wireless protocol.

15.    (Original) The method of Claim 14 wherein the wireless protocol is a Bluetooth protocol.

16.    (Original) The method of Claim 14 wherein the wireless protocol is the IEEE 802.11 protocol.

17.    (Original) The method of Claim 14 wherein the wireless protocol is a Home RF protocol.

18.    (Previously Presented) The method of Claim 13 further comprising transmitting the packet via a plurality of wireless protocols.

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19.     (Previously Presented) The method of Claim 2 wherein the wireless server simultaneously executes multiple instances of the software application.

20.     (Original) The method of Claim 1 further comprising transmitting an audio stream associated with the application.

21.     (Original) The method of Claim 1 further comprising converting an audio stream into at least one audio packet.

22.     (Previously Presented) The method of Claim 21 further comprising transmitting the at least one audio packet.

23. - 29.   (Canceled)

30.     (Original) The method of Claim 22 further comprising displaying a registration page.

31.  (Canceled)

32.     (Original) The method of Claim 30 further comprising sending a video packet via wireless protocol.

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33.    (Currently Amended) A method of processing a packet in a wireless network, comprising:

wirelessly receiving a data packet having data therein at a first device capable of wirelessly communicating with a second device; [[and]]

employing the data in producing a display on the first device for a software application executing on the second device and generating display information for use by the first device; and

the first and second devices performing wireless transmissions to one another simultaneously.


34. - 35. (Canceled)


36.    (Currently Amended) A computer system in a wireless network, the computer system for processing a packet in a wireless network, the computer system comprising:

a first device; and

a second device capable of wirelessly ~~communication~~ communicating with the first device and wirelessly receiving a data packet having data therein from the first device, the second device employing the data to generate a display on the second device associated with a software application executing on the first device;

wherein the first and second devices perform wireless transmissions to one another simultaneously.


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37.    (Currently Amended) A computer-readable medium whose contents cause the processing of a packet in a wireless network by:

receiving a data packet having data therein at a first device capable of wirelessly communicating with a second device; and

associating the data with a software application executing on the first device and generating display information for use by the second device in producing a display on the second device; wherein the first and second devices perform wireless transmissions to one another simultaneously.

38. - 39. (Canceled).

40.    (Currently Amended) In a wireless network, a computer-readable medium whose content[[s]] transforms a computer system into a packet processing system, comprising:

a wireless packet receiving subsystem that receives, via wireless transmission from an external device, a data packet having data therein; and

a data association subsystem that associates the data with a software application which is executing on the packet processing system and which generates, for wireless transmission to the external device, display information for use by the external device to produce a display on the external device, wherein the packet processing system and the external device perform wireless transmissions to one another simultaneously .

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41.  (Canceled).

42.  (Currently Amended) A computer-readable data signal embodied on a transmission medium, comprising:

a first code segment enabling the wireless receipt of a data packet having data therein from a first device at a second device; and

a second code segment enabling the use of the data by the second device to generate a display for the second device associated with a software application executing on the first device;

wherein the first and second devices perform wireless transmissions to one another simultaneously.

43.  (Currently Amended) A computer memory containing a data structure for processing a packet in a wireless network, the memory comprising:

instructions causing a device executing the instructions to wirelessly receive[[s]] a data packet having data therein from an other device; and

instructions causing the device to employ the data in generating a display for the device associated with a software application executing on the other device;

wherein said devices perform wireless transmissions to one another simultaneously.

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